SPINS

CIRCLES

SLIDING STOP

ROLLBACK

MANEUVERS

REINING IS A WESTERN EQUESTRIAN SPORT THAT TESTS A HORSE AND RIDER TEAM ON THEIR ABILITY TO CORRECTLY PERFORM A PATTERN IN THE CONFINES OF A SHOW ARENA.

Each pattern contains specific maneuvers that are individually scored. The horse and rider are scored on their performance of each maneuver and may be given extra points for the flawless execution of a maneuver.
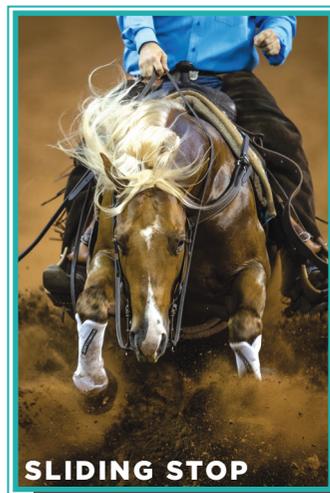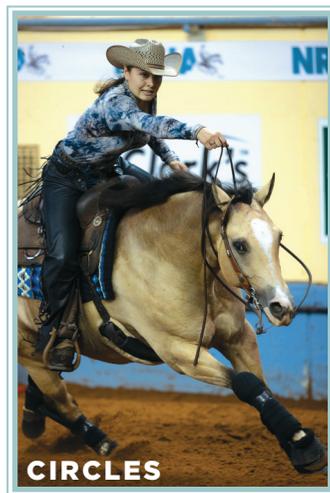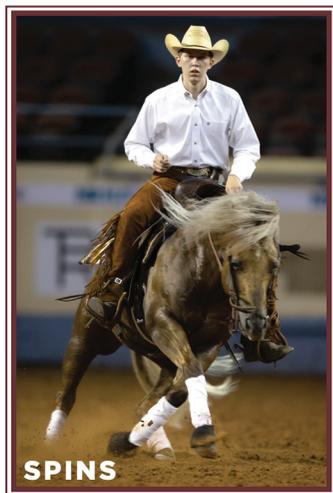
SPINS

From a standstill, the horse spins 380-degrees in a pattern around its inside hind leg. A pattern requires one set of spins in each direction. Spins are judged on correctness, smoothness and cadence. Speed adds to the degree of difficulty and will improve the score. Horses must stop the spin exactly as the pattern indicates to avoid penalties.

CIRCLES

The horse must perform two types of circles at a lope: large, fast circles and smaller, slow circles. The circles should be perfectly round with an easily seen transition of speed from the large, fast to the small, slow.

SLIDING STOP

The horse accelerates and builds speed, until executing a sliding stop and coming to a complete halt in a straight line. The horse plants its hind feet, appearing to skate along in or on top of the footing (the arena dirt) for an extended distance while its front legs appear to pull the horse along the surface in a cadenced and fluid movement. The sliding stop is an iconic maneuver only found in the sport of Reining.

ROLLBACK

The horse runs down the arena to a sliding stop and then immediately, without hesitation, performs a 180-degree turn and proceeds back over its tracks in a lope—all in a single, continuous motion.

JUDGING

A HORSE AND RIDER'S SCORE STARTS AT 70 POINTS AND CAN INCREASE OR DECREASE BASED ON DEGREE OF DIFFICULTY OR HOW EACH MANEUVER IS PERFORMED.

Judges also deduct points for penalties incurred throughout the pattern. A complete list of penalties can be found in the NRHA Handbook.

NRHA JUDGES SCORE CARD — Judge _____

Event _____ Date _____ Class _____ Pattern ___4___

MANEUVER SCORES -1½ Extremely Poor   -1 Very Poor   -½ Poor   0 Correct   +½ Good   +1 Very Good   +1½ Excellent

DRAW	EXH #	PENALTY	MANEUVER 1	2	3	4	5	6	7	8	PENALTY TOTAL	SCORE
1	256	SCORE	0	+½	+½	-½	0	+½	+½	+½	1½	70½
2	143	SCORE	-½	0	-1	-½	0	+½	0	0	0	0
3	210	SCORE	+½	+1½	+1	+1	0	+½	+1	+½	1	75
4	178	SCORE										
5	120	SCORE										

EACH MANEUVER SCORE CAN RANGE FROM:

-1½ EXTREMELY POOR
-1 VERY POOR
-½ POOR
0 CORRECT
+½ GOOD
+1 VERY GOOD
+1½ EXCELLENT